LOADSTAR LETTER #68

The Fridge finds new home at FFD2.COM

By Robin Harbron. The Fridge, every programmers favorite online repository of source code, has moved with Steve Judd across the country to www.ffd2.com. What is ffd2? The Programmer's Reference Guide provides this explanation:

B-5. Function Name: CHROUT
Purpose: Output a character
Call address: $FFD2 (hex) 65490 (decimal)
Communication registers: A
Preparatory routines: (CHKOUT,OPEN)
Error returns: 0 (See READST)
Stack requirements: 8+
Registers affected: A

Featured at the site is some personal information about Steve Judd, a complete index as well as the actual issues of Commodore Hacking and Discovery magazine, The Fridge which contains dozens of useful source code listings of Commodore routines, and finally, the complete 8-bit works of Steve Judd – his various programming, graphics and music tools.

Spring EXPO '99 on May 1st

Posted by Maurice Randall (arca93@delphi.com) on comp. sys.cbm.

The Lansing Area Commodore Club is hosting its annual EXPO once again on Saturday, May 1st from 10 AM - 4 PM. The EXPO will be held at the same location as in previous years at the Meridian Township Service Center in Okemos, Mich.

Find the corner of Okemos Road and Grand River Avenue, then go north on Okemos Road about 3/4 of a mile. Just before the railroad tracks, you'll make a right hand turn into the township property at 2100 Gaylord Smith Court.

Everyone is invited. Come and stay the whole day and enjoy meeting other Commodore enthusiasts and seeing new and interesting projects. There will be door prizes throughout the day, there's a big swap and shop area, and many hardware and software demos and discussions.

Swap and Shop rules: You will be asked to donate a 10 percent commission of your sales to the club.

Admission is $3 for everyone including participants this year. We're asking everyone to pitch in so that we can keep this annual event going.

It's always a fun day and it's over before you know it.

And don't forget about the Chicago club "SWRAP" hosting the Fall EXPO '99 on September 25th.

Commodore 64 on the Radio

By Robin Harbron. The following was posted on comp. sys.cbm:

Hey all you c64 nuts out there, I would like to let you know about my new radio show called "6581 SID", a weekly hour-long program devoted to SID music - from the old to the new. Video game music plus more, from the greats like Rob Hubbard and Jason Brooke to the lesser-known composers as well. This promises to be a lot of fun, so I encourage you to listen.

What: 6581 SID
When: Tuesdays 8 pm Pacific Time; first show is April 6.
Where: KDVS 90.3 FM if you're in the Davis/Sacramento area. www.kdvs.org if you're elsewhere.
Why: Because it'll be fun.

You can call 530-752-2777 to request songs for the next week's show, and possibly in the future I'll be able to do requests on the spot. Or, you can call to talk about all your c64 memories.

Alright, thanks, and please listen...

-Hard Hat Mack

Sacramento is a long way away for me, but thanks to a program called Realaudio that is available on the Macintosh, Windows and Unix platforms, I was able to listen to first show on April 6. What kind of radio station would play C64 music for an hour every week? Here's some

information I found on their web site:

KDVS 90.3 FM - 14 Lower Freeborn, UC Davis, Davis, CA 95616 (This is the only serious page on this whole site, so listen up!)

KDVS has been a non-commercial, 100% student and community run organization for over 25 years. We operate at 5000 watts, 24 hours a day, 365 days a year. We are one of America's last free-form community radio stations, bringing you an alternative to commercial radio. We have a diversity of programming that you won't find on other Sacramento radio stations. With coverage of community and public affairs, news, interview, Pacifica News, Cal Aggie Sports and diverse musical programs, KDVS does an excellent job of educating and serving the community.

KDVS is a non-profit organization that depends on the contributions of the community. If you are interested in advertising in the program guide, web page, or underwriting KDVS programming, write us or call our main office line for more information.

If you live in the area, or have access to a computer capable of running RealAudio, I highly recommend tuning in. I had some correspondence with the DJ of the radio show, which he calls "6581 SID". He's a very friendly fellow and really appreciates any support. I must admit I had other motives in emailing him – I wanted to get some of my group's SID music played on his station! So have a listen, if possible – you may hear something from PSW.

Install Flight Simulator 2 on Your CMD Device!

By Robin Harbron. Maurice Randall, taking a break from working on Wheels, has made some older but impressive programs even better by adding support for CMD devices.

As announced on his web page (http://people.delphi.com/arca93/fs2/index.html), Maurice has released an installer program which allows you to copy your original FS2 disk onto your CMD Hard Drive, RAMLink or FD drive. This installer was published on Loadstar #179.

The original 1541 load time of 2 minutes 40 seconds is cut down to between 8 and 20 seconds, depending on what device you have. Even better, the program now runs smoothly at 20 MHz on the SuperCPU.

Previously, the program would only run at 20 MHz until the disk drive was accessed, and then would crash.

Maurice even got some good coverage on the popular www.simflight.com web site – "FS2 Reborn! YES - FS Version 2" was the headline.

Following the completion of the FS2 CMD Installer, Maurice has begun work on an installer for the C64 version of Pocket Writer. This has always been a favorite word processor of mine, and I've always been disappointed by how difficult it was to use with some of my more modern hardware.

Maurice says that Grand Prix Circuit will be the next program he tackles for better CMD compatibility.

Steve Judd making new 3D graphics routines

By Robin Harbron. Last year, Steve Judd wrote and thoroughly documented a program that did much of the dirty work involved in working with and displaying 3d graphics on the C64 – it was aptly named "Lib3D". All the details can be found in Commodore Hacking #16 - http://www.ffd2.com/fridge/chacking/c=hacking16.txt

Unfortunately, few people have taken advantage of Lib3D since there is still a lot of work involved for the programmer. Steve has recognized this, and has begun work on Obj3D, a companion to Lib3D. Obj3D offers extremely easy to use routines to make, manage, move and display 3 dimensional objects.

Mark Seelye (a.k.a. Burning Horizon/FTA) and myself have been beta-testing Obj3D and have been extremely impressed with the speed and ease of use of the library. An intermediate level assembly language programmer can produce a 3d game or utility that easily equals what only the best commercial programmers of yesteryear could accomplish. It's the equivalent of one of Jeff Jones' Toolkits.

Particularly exciting is the idea of what can be done with a SuperCPU in conjunction with these routines. Already I've written a small demo that has a solid 3D cube rotating on the screen – all this with about 70 lines of assembly, instead of perhaps 2000 lines.

Already I've got ideas – I think we need a new ice hockey game on the C64 to keep up with

what has been coming out on the latest Nintendo, Playstation and Windows hardware.

When the official release of Lib3D arrives, I'll give a short tutorial to get programmers up and running.

Two Cartridges, Two Chips and the 1571

By John Elliott. Someone recently stated in the Commodore newsgroup that the Final Cartridge III will not work with a 1571. This statement lead me to investigate what capabilities my two speed up cartridges and two dos chips have with the 1571 in its two modes.

The Two Modes of the 1571: When a 64 or 128 is powered up, the 1571 connected to it remains in 1541 mode. If a 128 sends a command, the drive switches to 1571 mode.

In 1541 mode, the 1571 has two separately addressable sides of 664 blocks each.

The u0>m1 command sets the drive up to be used with one continuous directory. This 1571 mode provides 1328 blocks of storage space. 1541 mode can be returned to with a u0>m0 command. Each side can then be separately used after a u0>h0 or u0>h1 command.

1541 Mode Does Not Work on the 1541. The "back" side of a disk cannot be used with a 1541 drive. Since it has only one head, this drive can only read one side of the disk (the "top" side). Unless it has two notches, or a second hole is created with scissors or a notcher, the disk

cannot be used as a "flippy". It cannot be turned over so that its other side can be read by the one head.

The 1571 has a top and bottom head. A disk formatted in 1541 mode can have its sides separately read without flipping the disk in this drive. The 1571, unlike the 1541, can read all of a single directory that spans both sides of the disk.

The Final Cartridge III and the 1571: If my disk has the two sides separately formatted, the Final Cartridge III loads from and saves to the front side of the disk very quickly. Even if the u0>m0 and u0>h1 commands are sent, I cannot save to the back side of my disk with Final Cartridge III enabled.

I can however, view the directory for the second side, validate it, and load from it.

If the disk has one continuous directory that spans the two sides, I can only save to the portion of the directory that is stored on the front. I can load from and validate the portion of the directory that is on the disk's second side.

A partial solution is to send the "kill" command from BASIC which turns off all features of the Final Cartridge III except the freezer. All aspects of two sided or single sided 1571 use are now available including saving to both sides. With The Write Stuff word processor and Novaterm 9.6, I can leave the program for basic, send the "kill" command and return to the program without loss of data. It is possible to turn the Final Cartridge III light back on from BASIC by pushing the freezer button and then exiting through "run". I have not been able though to find any function of Final

Cartridge III that still works after this re-enabling.

The Final Cartridge III and the 128: The Final Cartridge III manual says that the cartridge can remain connected when the computer is in 128 mode, although it will not be usable. I found that although I could enter 128 mode with it connected I could not perform disk operations.

When connected to a 128 The Final Cartridge III does permit the numeric keypad to be used in 64 mode. This pad is available in direct mode. I could not use it from within TWS.

Final Cartridge III Compatibilities: This cartridge works with the 1541/71/81, but from its desktop only with two drives at a time. The drives if accessed from the cartridge desktop must be numbered 8 & 9. From direct mode there is no similar limitation.

Warp Speed: The Warp Speed cartridge not only accesses both sides and modes of a 1571, it uses a single command to enable head zero or head one. It also supports the full range of Commodore drives. It is more persistent than most drive aids. If a file cannot be found on one drive, it will search the other drives. It is fully 128 compatible, and uses the same commands in 64 and 128 mode.

JiffyDOS: In some ways JiffyDOS on my 64 is better than either cartridge. A splat file that validation would not delete while either cartridge was installed was gone after a "@v" command from JiffyDOS. Loading and saving is faster. Loading to and saving from the "back" side of a 1571 disk in either 1328 or 664 mode provided no problems.

In direct or basic mode a "@" followed by the correct "u0" command will switch drive modes and disk sides.

JiffyDOS remains in 1541 mode since that is faster. A disk can be formatted with JiffyDOS in this mode as 1328 blocks or 664. I only use the "u0>h1" command to use the "back" side of a disk which has separate directories on each side.

KeyDos Rom: My 128 has the KeyDOS ROM chip. With it installed, from direct or basic mode I can switch heads or modes as I would with JiffyDOS. A ">" followed by the correct "u0" command performs the special 1571 tasks.

Comparisons: This is mainly a comparison of use with the 1571 in its different modes. Both cartridges and ROM chips have special features beyond their use with the 1571 disk drive.

Availability: The Final Cartridge III has not been sold for several years. While this is also true of the Warp Speed cartridge, I bought a used copy from CMD about a year ago.

JiffyDOS is available for the c64, flat 128 and 128D, and most drives, from CMD. Their address is:

Creative Micro Designs
PO Box 789
Wilbraham, MA 01095
USA

KeyDOS is available from:

Antigrav Toolkit
PO Box 1074
Cambridge MA 02142
USA

The New Suckers

By Jeff Jones. It used to be everyone heard of a chain letter. Now we have a new generation of people receiving mail, and even more people receiving chain letters through Email daily.

Believe it or not a bright person, whose articles you have read in the Loadstar Letter, became an unwitting accomplice to the lurid promises of a chain letter. He sent an email chain letter to me and to Doug Cotton among *many* others and asked us all what we thought. Later, after being rebuked by someone, he sent out his apology to all of us. "Make money fast" pyramid schemes are not only illegal, they're outright stupid, since you have to post your name and address in order to participate. Expect a lot of trouble but zero cash. As posts these schemes also qualify for instant cancellation by Usenet administrators.

Recently I had to argue with a friend of mine and convince her that responding with $5.00 to a chain letter was a bad idea. No matter how I tried, she argued back that it all added up to her. I told her that it only added up if most people were suckers like her. I told her that the odds for the original spammer were greater. He urged her to send out his chain letter to only five or ten suckers when she was actually part of possibly 90 million suckers he had emailed to. For him the chances of landing a few thousand

suckers was tremendous. She had almost zero chance of making money.

Since then I have watched her fall again and again to deceit;

Pyramid schemes make big promises that can come true only if everyone is a sucker. Problem is, if everyone is a sucker, eventually you'd have to send everyone in the nation $1.00

paying $500 for promo photos in an entertainment deal with a gospel music company; paying $800 for music that she didn't like and the promise of studio recording time when she received tapes that she thought she could sing to. The well-known advice she's ignored here is that legitimate publishers and record companies *pay you*, not the other way around. If you want to sell a product, and the company charges you for the privilege of selling your product — *run*. I guess suckers are born every minute, and there are a few who simply must learn lessons for themselves.

I have been receiving more and more crafty spam email lately — mail that tricks me into actually reading it. Subject lines like "where y'been?" "Still waiting for your reply" and "You probably don't remember me..." It makes me skeptical when I receive my 30 to 40 messages per day, and I am guilty of not reading mail because I tricked myself into thinking it was spam when it

wasn't. Finally I received 90 Kb of mail just last night. I thought I was receiving an article submission. Even for an article, 90 Kb is kind of large. Well, it was a *long* spam email – in duplicate, with all sorts of testimonials about how I could earn thousands of dollars per day if I only spend $49.95 on their list. The Internet has definitely revived the flim flam man. In case you are wondering what spam is, or have never seen it, here is an example of spam. Again, remember that these guys are liars. Your internet service provider (ISP) might also cancel your account if you try what this letter suggests. This *is* a scam. The bottom line with the sender is not the altruistic goal of making you rich, it's getting you to send *him* money. The whole scam isn't presented here, and all addresses are deleted.

SCAM BEGINS

LOOK AT THIS!

THIS MAY BE THE MOST SIGNIFICANT LETTER YOU RECEIVE THIS YEAR!!

Please follow the instructions of this letter very carefully, immediately print and READ TWICE.

Greetings,

Hopefully my name is still on the list. When I first read the letter, I thought it was some off-the-wall idea to make money. A week later, I met again with my client to discuss the issue. I told him that the letter originally brought to me was not 100% legal. I advised him to make a small change in the letter and it will be alright.

I was curious about the letter, so he told me how it works. I thought it was a long shot, so I decided against participating. before my client left, I asked him to keep me updated as to his results. About two months later, he called to tell me that he had received over $800,000.00 in cash!! I didn't believe him so he asked me to try the plan and see for myself. I thought about it for a few days and decided that there was not much to lose. I followed the instructions exactly and mailed out 200 letters. Sure enough the money started coming in!! It came slowly at first, but after three weeks, I was getting more than I could open in a day. After about three months the money stopped coming. I kept a precise record of my earnings and at the end they totaled $868,439.00!

I was earning a good living as a lawyer,

but as anyone in the legal profession will tell you, there is a lot of stress that comes with the job. I told myself if things worked out I would retire from practice and play golf. I decided to try the letter again, but this time I sent out 500 letters. Well, three months after that, I had totaled $2,344,178.00!! I just couldn't believe it. I met my old client for lunch to find out how this exactly works. He told me that there were a few similar letters going around. What made this one different is the fact that there are seven names on the letter, not five like most others. This fact, alone, resulted in more returns. The other factor was the advice I gave him in making sure the whole thing was perfectly legal, since no one wants to risk doing anything illegal.

I bet now you are curious about what changes I told him to make. Well, if you send a letter like this out, to be legal, you must sell something if you expect to receive a dollar. I told him that any-one sending a dollar out must receive something in return. So when you send a dollar to each of the seven names on the list, you must include a piece of paper saying "please put me on your mailing list" and include your name, mailing address.

Follow the simple instructions below exactly, and in less than three months, you will receive over $800,000.00.

B) Mail a $1 bill (wrapped in a piece of blank paper) to each of the seven names below. Include a note (typed or handwritten) saying "please add me to your mailing list" and include your name and mailing address.

[seven names and addresses deleted, probably all connected to the sender]

B) Remove the name next to #1 at the top of the list and move the rest of the names up one position. Then place your name in the #7 spot. This is done by saving this to a file and enter it in your information on line #7. Be very careful when you type the addresses and proof read them.

C) When you have completed the above instructions, you have options of mailing your new letter in two ways. 1) Through US Postal Service or 2) through e-mail. This letter has been proven perfectly legal for both ways as long as you follow the above instructions, because you're purchasing membership in our exclusive mailing list. To mail this out over the internet, you could browse through areas and find people to send this to all the time. All you have to do is cut and paste e-mail addresses wherever you are on the internet. Remember, it doesn't cost anything to e-mail on the internet. Or you can use Mass E-Mail Network to mail out in large volumes for you. We highly recommend this one. They always e-mail more than the amount you purchase and their addresses are fresh. E-Mail this letter to them with your name and address in position #7 above.

Contact this Bulk E-Mail Company NOW. They have the lowest rates on the net! They're fast, provide effective results and give excellent service. They are running a special for $89.00 per 100,000 mailings and if you order now they are giving away an extra 50,000 mailings free. The number is [number deleted.]

Send this letter to thousands, even millions. This will bring you big payoffs.

*** Keep in mind there is no limit to the amount of names you could send out. The more names you send, the more money you

will make. We strongly encourage you to mail this letter to family and friends as well.

THIS IS A SERVICE AND IS 100% LEGAL!!! (refer to title 18, section 1302 & 1342 of the U.S. Postal and Lottery Laws)

Assume for example, that you get 7.5% return rate, which is very conservative. My first attempt was about 9.5% and my second time was over 11%.

1) When you mail out 200 letters, 15 people will send you $1.00 2) Those 15 people mail out 200 letters and 225 people send you $1.00 3) Those 225 mail out 200 letters and 3,375 people send you $1.00 4) Those 3,375 people mail out 200 letters and 50,625 people send you $1.00 5) Those 50,625 people mail out 200 letters and 759,375 people send you $1.00 6) Those 759,375 people mail out 200 letters and 11,390,625 people send you $1.00

At this point, your name drops off the list. Think about it. With only the first six levels, you have received over $813,615.00!!

Smile all the way to the bank.

Jeff here again: The Paragraph in bold sums up the concept of pyramid scheme better than FDR!

I had to delete the addresses and numbers because, believe it or not, people whom we all might consider intelligent, do believe in the power of chain letters, and these people are ripe for plucking. My own wife received a chain letter from an honors graduate in my own family just last Saturday. This person actually believes that horrible things would happen to my wife if she breaks the chain, and that good things will happen to both of them if they obey. I guess they believe in the ancient postal gods of the deep.

Chain letters probably started with a six-degrees-of-separation experiment where a mischievous mailer wondered how long it would take for his own chain letter to get back to him.

Legitimate Letters To The Editor

Updating Classic Loadstar Programs For The SuperCPU

Dear Jeff,

Jeff, After I got my SuperCPU 128, I pooled my collection of Loadstar's with a friend and we tested a few programs that begged to be accelerated. Unfortunately, many had been packed with Bit Imploder, which we all know doesn't work at all with the accelerator. Attempts to use Snapshot/Action Replay to capture and re-crunch the programs didn't always succeed/ Would it be possible to re-release some of these programs in a SuperCPU-friendly format? Here are a couple of titles, to name a few:

Fractal Mountain Generator - #138 Function Analyst - #131 PCX2GEO - #163

Basically anything that does a lot of math/graphics work.

If you haven't heard already, a version of ByteBoiler has been re-released and optimized for the SuperCPU. Originally, this program required an REU, but the new version supports the SuperCPU RAMCard. It claims to be very fast, although I haven't had a chance to test it yet. The reference web page for this program comes from the SuperCPU home at:

http://www.privat.kkf.net/ ~milo.mundt/D-PRGS.HTM

Let me know how well it performs up to your standards!

Ray Parrish Codemeister, and HAMS

Jeff: Great. I wish I still had daily access to a SuperCPU. Believe it or not, now that I have zero time for nearly anything, I have a ton of ideas. Rewriting code to optimize for the SuperCPU isn't that difficult to do. Utilizing the extra RAM, faster and cheaper (16 megabytes might cost you $30 used) than the REU method, is one nice trick, and since the memory is contiguous instead of fetched and stashed in chunks, the memory is simply accessed faster.

Then there's optimizing code where the 16-bit processor can handle certain functions faster than the 8-bit code, which may have a roundabout way of performing a 16-bit task. I hope to see more projects like this.

As for old Loadstar programs, this is probably a good project for Fender. There are a number of programs that would fly on a SuperCPU, but can't because we used Bit Imploder on them. In the past Fender has revisited a few programs such as Mandelbrot Microscope specifically because of the SuperCPU.

Before I continue with my answer, I should print the next letter.

Running Commodore Programs On The PC

Dear Jeff,

I am an owner of a Commodore 64 and I recently purchased a new Windows 98 driven PC. Is there any possible ways of using my old Commodore programs on my new PC. I thought these old computers were extinct until I seen Loadstar's website. What's going on here? People are still using these

computers. I have a pile of Commodore games and programs that I miss using. Please let me know if there is any program of some sort that will let me use them on my new computer.

Jason Cook

Jeff: Well, it sounds like you might need an emulator and perhaps an X41 Cable. You can download Frodo for free. Frodo emulates a C-64 pretty well, (though not so well with mouse-driven programs) it's very good. You can download a version for your PC at:

http://www.burgoyne.com/pages/jasono/ jason/frodo/index.html

You can get on usenet and check out *comp.sys.emulators. cbm* and ask all the questions that will force veterans there to call you a newbie.

Copy It Problems

Dear Jeff

In the Loadstar system one of the options on the menu is Copy. I have a problem with this. I select it. Then it asks me for the device number, and then it starts as if it will copy. After a few seconds, things stop. Nothing happens. I come back 10 minutes later, still nothing has happened. Any advice?

Andrew Vardy

Jeff: Our file copier is written mostly in BASIC, and is only 19 or so blocks in length. Needless to say, it's primitive. It's not meant to replace a commercial file copier. Sometimes if a file is too large to be copied into our file

copier's buffer. When this happens, the copier can go into oblivion. Usually we catch these long files and don't offer the Copy It feature for it. Loadstar has always offered a Copy It, but we heartily suggest using a commercial copier, JiffyDOS being the best for multi-drive systems.

C is For Terminally Cynical

Dear Loadstar,

Where do you get off SELLING old Commodore files... that's just plain old silly. With all the better games and files out there and the fact that you can get almost any Commodore file online, WHAT'S THE POINT!!!

Craig Chamberlain

Jeff: Very few things are free. There is very good free stuff out there though. Loadstar rises above most of it. Loadstar has thousands of customers because we sell *new and tested* Commodore software with support and we're the only people who *pay* Commodore programmers to program.

We have hundreds of original copyrighted issues and products, but we do sell a whopping five shareware disks. For the last time: Loadstar has just as much right to sell compilation disks as anyone else — and we do the best job at it.

Woohoo! A Todd Elliot Letter/Article

Dear Jeff,

Hello, exhalted rulers of the Shreveport parish domain: ;)

Let's get the LSL #67 comments here and get them out of the way.

John Elliott's article on the beheaded nature of the 1571 beast was nicely done, but I felt the following wasn't too clear:

"Unless a 'flippy' is turned over, its 'back' cannot be read by a 1571 in either mode even if (u0>h1) is used."

What I think John was trying to say was that "If a flippy is turned over, its back cannot be read by a 1571 in either mode even if (u0>h1) is used. The reason is that the backside was formatted BACKWARDS. When the user formatted side one w/o turning the flippy over, it was using drive head #1 going in the same direction as drive head #0."

As for Jeff Jones' suggestion on a new domain of .sex, I wholeheartedly agree. However, I think that such a suggestion would not pass muster. This is not because of censorship or 1st Amendment concerns, rather it's because of economic concerns or sheer embarrassment. Corporations will be forced to buy .sex domains to protect their servicenames or trademarks. Can you imagine Disney buying disney.sex just so that no one else will have that particular domain? What about a small corporation that has just bought .com, .org, .net domains of their trade names, and now has to shell out yet an another tithe to the Internet gods for a .sex domain.

I'd like to respond to Ullrich

von Bassewitz's gospel about cross-assembling. I would say that if you have a stock c64+1541 combo, of which evidently Ullrich has, then go follow his advice. But if you have a hulking CMD setup smoking the house down, then please listen.

1) Editor I can use any kind of editor I want. Most editors will export their datafiles as .SEQ PetASCII, so it isn't really a problem. That said, I use Zed 128 as my text editor. No arguments; Zed is simply unbeatable when it comes to text editing.

2) Tools This is where the c64 shines, and admittedly, the MS-DOS/Windows world is catching up. If I want graphics in my programs, no problem; fire up any of the hundreds of toolkits available. Fonts? Just vamoose to any of the hundreds of font editors available. Sprites? This is one overcrowded area, bulging with oddities and shining beauties when it comes to sprite editing and handling. Code too big or spread over a couple of files? Woo! You are in luck, with hundreds of choices available in compressing and linking your latest majestic creation.

3) Speed Get a SuperCPU v2 board and a RAMLink and the c64/128 can catch up with even an old P166 running some bloated compiler compiling 6502 code. Many of my large projects are assembled into a ready to run binary in seconds.

4) Debugging Can you say Action Replay v6 or Super Snapshot v5.22? These are unbeatable cartridges and are quickly accessible with the flick of a button. You can't beat that convenience, even in an emulator capable of running .CRT images.

5) Ease of Use Let's face it, my c64/128 is my home. I'm very comfortable with its quirks, strengths and shortcomings. It also boasts of an unbeatable assortment of easy to use assemblers, toolkits, integrated development environments, accessible cartridges, etc. But there is one thing that the c64/128 shines; The binary is ready to RUN right off from the disk. Cross compiling a binary means having it transferred to a real c64/128 to RUN, or having an emulator to RUN it. There's nothing more gratifying than seeing your creation run in its full unbridled glory on the real machine instead of some over-pixelled and ultra sharp .17" SVGA monitor.

Thanks and enjoy. -Todd Elliott

Jeff: Ahh! Another letter/article from Todd. As for the sex domains, let's not let embarrassment keep the world from being organized. So Disney pays $100 per year to keep the domain disney.sex. By the way, it's funny that you mentioned Disney, because Disney's web site is very highly linked to sex sites. This is because if you stumble across a sex site and elect not to enter, many sites send you straight to Disney.

A Brand New Loadstar Virus?

Dear Jeff,
    I think that I have discovered a brand new virus on my computer. I do not know how I contracted it, but I did. It is called Loadstar and it seem to erase all

of Windows, the "command.com" file, the "config.sys" file, and the "autoexec.bat" file. Also, this virus creates a couple of new files: (1) "Loadstar.t =" (appx. 1.4 GB) (2) "Loadstar.???" (0 bytes!)
    If you find any information on this virus please contact me at: sweetchinmusic@msnbc.zzn.com
    PostMaster (AKA Unhappy PC User) sweetchinmu-sic@msnbc.zzn.com

Jeff: I'm not sure if this is a joke or not. I've heard nothing else about this incident except that the person who originally Emailed me still claims that the PC is unusable.

As we know, the original Loadstar virus took over Commodore Computers and printed "Please Wait While Loading..." on millions of computer screens worldwide. This PC version seems much more malignant.

Cheap Postscript Printers

Hi Jeff,
    Further to your NOTE in Issue 66 about the cost of Lasers being fairly high due to the inclusion of PostScript I know a number of people who have picked up used PS Lasers for under $100. Maurice Randall is one guy who got one for about $30. That is what I was meaning when I said that they were affordable. Lots of companies are ditching older model 300 DPI PS Lasers and picking up newer lasers. These quite often go for dirt cheap and are excellent for Commodore owners.
    Anyhow, I am thinking about another GEOS bit I can put together soon and will send that

along when I have it ready.

Bruce Thomas

Jeff: You've got a point there. I guess all those old $800 300-dpi postscript printers are pretty much worthless on the open market right now. Still it seems like I always hear about these amazing deals that I'm never a part of. Of course the average TrueType Windows user has no need for postscript, but the average GEOS user would see an increase in quality.

To Curse Or Not To Curse In ProseQuest

As a Christian, Jeff, the answer is covered for you in Philippians 4: 8-9 -- Finally, brethren, whatever is true, whatever is honorable, whatever is just, whatever is gracious, if there is any excellence, if there is anything worthy of praise, think about these things. What you have learned and received and hear and seen in me, do; and the God of peace will be with you.
    Or, as my grandmother used to tell me: if you play in the mud, you're going to get muddy.
    It isn't worth filling your mind (or anyone else's) with any of the crud that's floating around. And just flipping the TV on, looking at a magazine rack, etc., brings that to light and shows how many people are misinterpreting "liberty" as "license."
    Hope this helps you in making your decision.
    Ed Harler
    P.S. Perhaps a good question to ask yourself would be: would I want my mother (children, pastor, etc.) to read this?

Political Correctness Stinks

By Jeff Jones. My reply to this letter will be my editorial. PC *sucks*. If the word, *suck*, offends you, welcome to club PC! There are plenty of people who think that "sucks," used the way I just used it, is vulgar. I heartily disagree. To suck simply means to be pathetic, useless or annoying. It literally can't be vulgar unless applied to something or someone which is revered or holy. Look at me! I'm so religiously PC, I won't even give you an example.

There are so many *good* jokes that I have passed up on the back page because my fear of politically correct people. The ones this month are on the edge. Not profane at all, but some people, all of whom fart daily, feel that seeing *fart* in print, is somehow bad.

Political correctness is often thought to be only a left-wing thing, but the people on the right are just as PC as people on the left. Use one or two of the wrong buzzwords and you'll set people off. On Rush Limbaugh's show, it's not PC to give time or reason to liberal thought. If Rush makes the mistake of sounding reasonable on those issues, the color of his calls will change. By that same token, try addressing legitimate rightwing issues on Both Sides With Jessie Jackson.

Again, PC Sucks. It sucks because you have the liberals on one side, who will raise dust because of their buzzwords. Then you have the PC Right, who don't even know they're PC. They just know that something you wrote or something you said stinks.

One of my best friends is a devout Christian. She won't stand to sit through a movie with too much cursing. But she loves to see people shot up and chopped to bits by monsters and heads explode... You get the drift. It often amazes me the concepts allowed to be shown in a G-rated movie. Concepts like murder and theft and cheating and disobedience, vandalism and rebellion. Yet we think these movies are safe for our children because there's no cursing or sex.

While I don't regularly curse, I confess that in bad times, I have been driven to it. I personally don't believe that God has any problems with particular words — only the way we use them. For instance, a prominent Christian woman said some of the nastiest, meanest things I ever heard last week and she never used one curse word. Drove me to tears. She hurt me more than anyone has hurt me in years. No curse words. By that same token, I've been cursed by "lowlife" people in the past and have never thought much of it. In fact if a person was a particularly creative swearbot, I might even be driven to laughter — even when the swearing is aimed at me.

Just because *we* don't use such language doesn't mean that God doesn't. The notion that God must have the same taste as us is the source of much pain and confusion and even war.

For the record, I believe that if a man steps in a pile of doggie doo and says the S-word or "crap," he's only identifying what he stepped in. Frankly I don't think God cares (I could be wrong). By that same token, if that same man tells his brother, "You worthless piece of crap," he's saying something much more profound and terrible — even without the curse word inserted. In fact the Bible says clearly he's sinned. I personally believe God cares about that more than a man howling a curse word when he stubs his toe. It's the thought that counts.

While you will never read profanity in the Loadstar Letter, it's only because I have no need to resort to those words. Just like the man who was recently fired for using the word, "niggardly," which has nothing to do with race. I might use a perfectly non-profane word that someone finds offensive.

I've long wanted to do an editorial on the massive presence of hate websites on the net. The people who fire off a mean cancellation letter because of my report on www.hate.com are terrors to editors, mainly because they don't reason. These people don't care that you don't agree. They don't care that you are condemning the activity. They just know that you used that one word that should never be printed or repeated — for any reason. Of course they'll repeat the foul word in their letter. As a matter of fact, Bob Larson, a prominent and good Christian, is often censored when on television talk shows. He doesn't curse, but in his zeal to expose evil rap groups and heavy metal bands, he feels perfectly free to quote obcene lyrics that would make Jerry Springer shiver.

Seriously, the truly awful words in my vocabulary are rape, genocide, murder, decapitation, bondage, torture, slavery — all things I want nothing to do with or think about. Say the S-word and I think — *nothing* unless you make me picture something by calling the s-word a "steamy pile" or something like that. Have fun with this month's steaming pile of jokes.

New Fart Definitions

Remember...All farts are divided into two groups: 1. Yours and 2. Somebody else's.

THE ANTICIPATED FART: This one warns that it is back there waiting for some time before it arrives. A person who is uneasy for a time in a crowd and who later farts at a time when they think no one will notice has farted an Anticipated Fart.

THE BACK SEAT FART: This is a fart that occurs only in automobiles. It is identified chiefly by odor. The Back Seat Fart can usually be concealed by traffic noise as it is an eased-out fart and not very loud. But its odor is foul, will give it away, due to the way air moves around in a car. And then someone will say, who farted in the back seat?

THE BULLET FART: Its single and most pronounced diagnostic Characteristic is its sound. It sounds like a rifle shot. The farter can be said to have snapped it off. It can startle spectators and farter alike. Fairly common following the eating of the more common fart foods, such as beans.

THE COMMAND FART: This fart differs from the Anticipated Fart in that it can be held for long periods of time waiting for the right moment. Unlike the Anticipated Fart, it is intended to be noticed. Harold Tabor recently held a Command Fart for the whole period in history class and let it go right at the end when the teacher asked if there were any questions.

THE COMMON FART: This fart needs little description. It is to the world of farts what the house sparrow is to the world of birds. I can see no point in describing this far any further.

THE CUSHIONED FART: A concealed fart, sometimes successful. The farter is usually on the fat side, sometimes a girl. They will squirm and push their butt way down into the cushions of a sofa or over-stuffed chair and ease-out a fart very carefully without moving then or for some time after. Some odor may escape, but usually not much. Common with some people.

THE GHOST FART: A doubtful fart in most cases, as it is supposed to be identified by odor alone and to occur, for instance, in an empty house. You enter and smell a fart, yet no one is there. People will insist that only a fart could have that odor, but some believe it is just something that happens to smell like a fart.

THE HIC-HACHOO-FART FART: This is strictly an old lady's fart. What happens is that the person manages to hiccough, sneeze, and fart all at the same time. After an old lady farts a Hic-Hachoo-Fart Fart she will usually pat her chest and say, "My, my", or "Well, well". There is no reason she should not be proud, as this is probably as neat an old person's fart as there is.

THE JERK FART: The Jerk Fart is a fart by a jerk who smirks, smiles, grins, and points to himself in case you missed it. It is usually a single-noted, off-key, fading away, sort of whistle fart, altogether pitiful, but the jerk will act as if he has just farted the Biggest Fart in the World Fart.

THE JOHN FART: The John Fart is simply any ordinary fart farted on the john. It is naturally a group one identification, with the sound, whatever it was, somewhat muffled. If it is all the person's trip to the john amounted to he will be disappointed for sure. Common as pigeons.

THE MALTED MILK BALL FART: Odor alone is diagnostic and positively identifies this fart. It smells exactly like malted milk balls. No other food works this way. It is rare.

THE OH MY GOD FART: This is the most awful and dreadful stinking of all farts a fart that smells like a month-old rotten egg - as the Oh My God Fart.

THE OMEN FART: This is the adult version of the Poo-Poo Fart. About the only difference is that the farter will not say anything. He will just look kind of funny and head for the john. This one is easy to spot if you pay attention.

THE RAMBLING PHADUKA FART: You must not be fooled by its Pretty-sounding name, as this is one of the most frightening of all farts. It is frightening to farter and spectator alike. It has a sound of pain to it. What is most diagnostic about it, however, is its length. It is the longest-lasting fart there is. It will sometimes leave the farter unable to speak. As though he has had the wind knocked out of him. A strong, loud, wavering fart, it goes on for at least fifteen seconds.

THE RELIEF FART: Sound or odor don't matter on this one. What matters is the tremendous sense of relief that you have finally farted. Some people will even say, "Wow, what a relief". Very common.

THE RELUCTANT FART: This is one of the oldest farts known to man. The Reluctant Fart is a fart that seems to have a mind of its own. It gives the impression that it likes staying where it is. It will come when it is ready, not before. This can take half-a-day.

THE RUSTY GATE FART: The sound of this fart seems almost impossible for a fart. Is the most dry and squeaky sound a fart can make. The Rusty Gate Fart sounds as if it would have worked a lot easier if it had been oiled. It sounds like a fart that hurts.

THE S.B.D. FART: S.B.D. stands for Silent But Deadly. This is no doubt one of the most common farts that exists. No problem of identification with this one

THE SKILLSAW FART: A truly awesome fart. it vibrates the farter. Really shakes him up. People back away. It sounds like an electric skillsaw ripping through a piece of half-inch plywood. Very impressive.

THE SONIC BOOM FART: The people who believe in this fart claim it is even bigger than the Biggest Fart In The World Fart. The Sonic Boom Fart is supposed to shake the house and rattle the windows. This is ridiculous. No fart in the world shakes houses and rattles windows.

THE SPLATTER FART: Unfortunately the Splatter Fart exists. It is the wettest of all farts. It probably should not be called a fart at all.

THE STUTTER FART: If you think stuttering is funny, this is a very funny fart. It is a fart that can't seem to get going. The sound is best described as pt,pt,pt-pt. pt-pt-pt,pop,pop-pop-pop-POW! It is usually a forced-out fart that gets caught crossways, as they say, and only gets farted after considerable effort.

THE TEFLON FART: Slips out without a sound and no strain at all. A very good fart in situations where you would rather not fart at all. You can be talking to someone and not miss saying a word. If the wind is right he will never know.

THE THANK GOD I'M ALONE FART: Everyone knows this rotten fart. You look around after you have farted and say Thank God I'm alone. Then you get out of there.

THE EVERY-STEP-YOU-TAKE FART: You try to make it to the bathroom, past all your coworkers, but every step you take, a little bit more escapes. You stop and clench your cheeks at the bulletin board. You read. The farting stops. You walk, it starts again.

LOADSTAR LETTER #68

- COMMODORE NEWS
- COMMODORE VIEWS